

A Machine and Process Consisting of an Auto Racing Board Game and Method for Playing

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1 Title of the Invention

2 A machine and process consisting of an auto racing board game and method for playing

4 Cross Reference to Related Applications

5 This application is based on provisional patent application serial number 60/462,511,
6 filed on 04/24/2003.

8 Statement Regarding Federally Sponsored Research or Development

9 Not Applicable

11 Description of Attached Appendix

12 Not Applicable

14 Background of the Invention

15 This invention relates generally to the field of board games and more specifically
16 to a machine and process consisting of an auto racing board game and method for
17 playing.

18 Board games have an extensive, well-known history, and may be used to
19 simulate real-life circumstances or sporting events or to provide intellectual stimulation.
20 They typically utilize a game board, game pieces or tokens, chance devices, such as
21 dice or a shuffled deck of cards, and a means for recording player scores. Racing
22 games have long been extant in the prior art and due to the ever increasing popularity
23 of automobile racing, board games that simulate automobile racing are also numerous.

1 One of the most popular types of races to simulate is the stock car racing. The
2 National Association for Stock Car Auto Racing (NASCAR) racing circuit has
3 experienced a massive growth in popularity. An expanding schedule, rising attendance
4 and national broadcasts on radio and television, have all contributed. As popularity of
5 auto racing has increased, numerous board games have emerged, each attempting to
6 simulate the thrill and excitement of automobile racing. In accordance with the nature of
7 previous board games, these games generally consist of a game board laid out in the
8 form of a racetrack, game pieces in the shape of racecars, a means for the governing
9 movement of games pieces around the racetrack, and a means for scorekeeping.

10 Despite all of the above efforts, none of the attempts have enjoyed overwhelming
11 acceptance in the marketplace. This may be attributed to the fact that creating a racing
12 game with appeal as universal as the races it simulates is extremely difficult. Fans of all
13 ages can watch and enjoy racing, but a racing game that can hold attention of adult
14 racing fans will very likely be too complex for children. Alternatively, a game that is
15 suitable for children will likely bore adult players. Ideally, a game should be designed to
16 be played at different levels of sophistication and require little time to learn the rules, but
17 always remain unpredictable and fast moving. This balance of qualities is what this
18 invention purports to accomplish. Representative previous game patents are
19 summarized below.

1 U.S. Pat. No. 4,624,463, (Glennon) discloses an Indy Class 500 car race game
2 that includes a game board marked to form an annular track and having spaces
3 containing notes, questions, or instructions relating to the Indianapolis Memorial Day
4 Race. Each player's token is advanced along the track in accordance with the roll of
5 dice, and/or, the answers to questions appearing in selected track spaces, and/or,
6 penalties or bonus points appearing on cards drawn as a result of landing on specific
7 track spaces. The first person to complete 20 laps around the game board is the
8 winner.

9 U.S. Pat. No. 5,048,841 (Manney et al) contemplates a race game in which
10 tokens are moved around a simulated race-track, in accordance with the values of
11 standard playing cards placed on the game board by the individual game players.
12 Replacement cards are drawn from a stack of cards to replenish cards placed on the
13 board. Each player's token is, normally, confined to movement in one of the four lanes
14 in the track, as determined by the suit of cards placed on the board by the player.
15 Certain cards in the deck are designated as wild cards for enabling a player to switch
16 his/her token to a different lane in order to utilize more cards, and/or, to displace
17 another player's token from the track.

18 U.S. Pat. No.5, 139,267 (Trevisan) teaches a game simulating a stock car race
19 in which each player receives a racing card game piece and a crew chip. A dial is spun
20 to control the play of the game. A player must answer correctly questions on cards to
21 advance his game piece.

22 U.S. Pat. No. 5,350,178 (Hollar) discloses a game that simulates stock car
23 racing. It uses a board piece roughly shaped like a stock car and a race-track with a
24 plurality of lanes. Additionally, there is a pit row on the board. A variety of charts are

1 used to determine the course and type of movement along the track based on the rolls
2 of the dice. The dice have different colors, which indicate which chart is to be used.
3 Rules require the players to make decisions and employ strategies similar to those
4 employed by a driver in a real stock car race.

5 U.S. Pat. No. 5,934,673 (Telarico et al) discloses an auto racing board game with
6 a game board laid out in the shape of a racetrack and game pieces in the shape of
7 automobiles. The game board is divided into lanes that simulate positions on a
8 racetrack. Players advance around the track by drawing cards from a shuffled deck. The
9 cards make provisions for actual racing conditions including good handling, contact with
10 other racecars and racecar crashes.

11 U.S. Pat. No. 6,095,522 (Spell et al) discloses a stock car racing board game
12 with a game board laid out in the shape of a Tennessee-oval race track, also divided
13 into lanes, and tokens that represent racecars. Players advance around the track by
14 rolling dice. In addition, cards from a shuffled deck are utilized to simulate mechanical
15 problems, and the lanes are divided into wind-drafting lanes, where the actual drafting
16 technique of racecar drivers is simulated to allow cars trailing other cars to draw nearer
17 to the leading cars

18 As apparent from the above, while previous art relating to board games that
19 simulate automobile racing do exist, they require too much familiarity with many
20 relatively minute intricacies of automobile racing to make them universally appealing to
21 all ages and levels of racing expertise or they accomplish little toward realistic race
22 simulation or they do not teach a board game designed for simulating a complete race
23 series in a evening, lending themselves to a series of hot and fast games, each of which
24 can maintain a high level of excitement. None incorporate the feature of this game that

1 balances dice roll probabilities against different numbers of movement squares in each
2 different lane.

3 4 Brief Summary of the Invention

5 In accordance with a preferred embodiment of the invention, there is disclosed
6 an auto racing board game based on NASCAR TM racing rules. In practical terms, it is a
7 board game that incorporates familiar six sided casino style dice, 44 uniquely designed
8 pit passes, capital tokens for which poker chips may be substituted. It also is adapted
9 to incorporate popular 1/24 or 1/64 scale model racing cars as playing pieces. The
10 game uses a method moving these playing pieces on track lanes that are of effectively
11 unequal length, the progress along these lanes being based on the statistical probability
12 of various possible dice combinations in such a way as to give players in each lane an
13 equal probability of winning in spite of the various lane lengths.

14 One object of the invention is unpredictability in that the various racing lanes on
15 the game board have unequal numbers of squares to traverse balanced by a
16 probability-based system for determining the number of squares each player can
17 advance on each move. This gives each player equal odds for winning, but gives false
18 appearances or ambiguity as to what player may actually be in the lead.

19 Another object of the invention is play such that an individual race is fast moving
20 and may take only a few minutes, so it can hold the interest even of children. This also
21 makes it well adapted for an evening's race series of several games.

22 Another object is to minimize the level and sophistication of racing knowledge
23 required to enjoy the game.

1 Another object of the invention is that the time required for an individual race be
2 approximately equivalent to the time required to play a hand of cards. As such, it can
3 be an exciting substitute for friendly wager card games.

4 A further object of the invention is to have a game board that is easily adapted to
5 fit standard 1/24th or 1/64th scale model automobiles in the lanes so that players who
6 are avid fans of a particular car and driver can use their own model cars as playing
7 pieces.

8 Yet another object of the invention is unique incorporation of caution flags, giving
9 them an effect resembling that of caution flags in a real race.

10 Still yet another object of the invention is allow for two types of race scenarios to
11 be played on the same board: Short-Track or Super-Speedway.

12 A final object of the invention is that the game rules remain simple while keeping
13 play closely parallel to events of actual racing.

14 Other objects and advantages of the present invention will become apparent
15 from the following descriptions, taken in connection with the accompanying drawings,
16 wherein, by way of illustration and example, an embodiment of the present invention is
17 disclosed.

18 19 Brief Description of the Drawings

20 The drawings constitute a part of this specification and include exemplary
21 embodiments to the invention, which may be embodied in various forms. It is to be
22 understood that in some instances various aspects of the invention may be shown
23 exaggerated or enlarged to facilitate an understanding of the invention.

1
2 DESCRIPTION

3 Figure 1 is a plan (top) view of the playing board constructed in accordance with
4 this invention. Figure 2 is a reduced size, plan (top) view of the playing board plus
5 component game parts.
6

7 Detailed Description of the Preferred Embodiments

8 Detailed descriptions of the preferred embodiment are provided herein. It is to be
9 understood, however, that the present invention may be embodied in various forms.
10 Therefore, specific details disclosed herein are not to be interpreted as limiting, but
11 rather as a basis for the claims and as a representative basis for teaching one skilled in
12 the art to employ the present invention in virtually any appropriately detailed system,
13 structure or manner.

14 In accordance with a preferred embodiment of the invention, there is disclosed
15 an auto racing board game based on NASCAR TM racing rules. In practical terms, it is a
16 board game that incorporates familiar six sided casino style dice, 44 uniquely designed
17 pit passes, and capital tokens for which poker chips may be substituted. The game
18 board is adapted to incorporate popular 1/24 or 1/64 scale model racing cars as playing
19 pieces. The game uses a method of moving these playing pieces on track lanes that are
20 of effectively unequal length, the progress along these lanes being based on the
21 statistical probability of various possible dice combinations in such a way as to give
22 players in each lane an equal probability of winning in spite of the various lane lengths.

To illustrate the probability-based system of advancement, fig. 1 is a top view of the playing board (10) constructed in accordance with this invention having eleven straight lanes numbered two through twelve and laid out as follows;

-Lanes 2 and 12 having two squares.

-Lanes 3 and 11 having three squares.

-Lanes 4 and 10 having four squares.

-Lanes 5 and 9 having five squares.

-Lanes 6 and 8 having six squares.

-Lane 7 having seven squares;

As noted in the rules, players advance one square at a time and advance only upon rolling a pair of common casino dice (provided) and having them come up with a sum equal to the rolling players lane number. Lanes that have a number that is more probable of being rolled have commensurately more squares to traverse. Contrariwise, lanes that have a number that is less likely to be rolled have commensurately fewer squares to traverse.

Fig. 2 illustrates all other components of the game set, (excluding the game board) including:

(20) Nine status/penalty flags (Only three are depicted.): 5 yellow, 2 red and 2 black

(30) Two dice

(40) Forty-four pit passes

(50) One hundred fifty single tire tokens (capital) represented by disks resembling large poker chips. Accumulation of the most tire tokens determines the winner

(60) Fifty tire set tokens worth four tires each

1 (70) Two tire haulers (receptacles for tire tokens not presently owned by any given
2 player)

3 (80) Eleven racing car playing pieces

4 (90) Two winner's cups (receptacles for holding player's stakes or the pot.)
5

6 These components are combined for use in an auto racing board game,
7 preferably of such a scale as to permit use of popular 1/24 or 1/64 scale model racing
8 cars as playing pieces, employing a method to govern movement of these playing
9 pieces, the progress of which is based on and adjusted for statistical probability of
10 various possible results available when rolling popular, six-sided, casino-style dice,
11 wherein the game board is comprised of a playing surface having a plurality of racing
12 lanes each being subdivided into an various numbers of advancement spaces including
13 a starting space and a finishing space wherein the number of spaces in any given lane
14 is inversely proportional to the probability of rolling a dice value allowing the car in that
15 lane to advance such that the probability of advancing to the winner's line is essentially
16 equal for all playing pieces, a plurality of playing pieces corresponding to the number of
17 racing lanes, preferably in the form of miniature automobiles, dice being used for
18 determining the advancement of said playing pieces, pit passes (four dealt for each
19 lane) signifying winning and losing lanes for any given race), chips preferably in the
20 form of tire tokens (representing capital), tire haulers and winners cups (both being
21 receptacles for tire tokens), winner's cup's, and yellow, red and black caution flags.

22 In this embodiment, the game preserves unpredictability in that the various racing
23 lanes on the game board have unequal numbers of squares to traverse balanced by a
24 probability-based system for determining the number of squares each player can

1 advance on each move. This gives each player equal odds for winning, but gives false
2 appearances or ambiguity as to what player may actually be in the lead.

3 Additionally play, based on quickly progressing sequences of dice rolls and card
4 draws, is fast moving and takes only a few minutes, so it can hold the interest even of
5 children. This characteristic also makes it well adapted for an evening's race series of
6 several games and, in order to be well adapted for players of all ages and level of
7 sophistication, minimal knowledge of racing minutiae is required to enjoy the game.

8 The time required for an individual race is approximately equivalent to the time
9 required to play a hand of cards. As such, it can be an exciting substitute for friendly
10 wager card games, but the game rules, although simple, make play closely parallel
11 events of actual racing.

12 Furthermore, because the game board is easily adapted to fit standard 1/24th or
13 1/64th scale model automobiles in the lanes, players who are avid fans of a particular
14 car and driver can use their own model cars as playing pieces. It allows for two types of
15 race scenarios to be played on the same board: Short-Track or Super-Speedway.
16 unique incorporation of caution flags gives them an effect resembling that of caution
17 flags in a real race.

18
19 **Game components:**

20 (1) Playing board having eleven lanes numbered two through twelve and laid out
21 as follows;

22 -Lanes 2 and 12 having two squares through which a player must
23 advance.

- 1 -Lanes 3 and 11 having three squares through which a player must
2 advance.
- 3 -Lanes 4 and 10 having four squares through which a player must
4 advance.
- 5 -Lanes 5 and 9 having five squares through which a player must advance.
6 -Lanes 6 and 8 having six squares through which a player must advance.
7 -Lane 7 having seven squares through which a player must advance;
8 -Each lane also comprising five contiguous blocks delimited by four "tire
9 lines", designated as the "one", "two", "three" and "four" tire lines
- 10 (2) 9 status/penalty flags (tokens): 5 yellow, 2 red and 2 black ;
11 (3) 2 dice;
12 (4) 44 pit passes (tokens, four for each lane);
13 (5) 150 single tire token (capital represented by disks resembling large poker
14 chips, of which accumulation of the greatest number determines the winner;
15 (6) 50 tire set tokens worth four tires each;
16 (7) 2 tire haulers (receptacle for tire tokens not presently owned by any given
17 player);
18 (8) 11 racing car playing pieces; and
19 (9) 2 winner's cups (receptacles for holding player's stakes. The pot.)

20 Definition of Terms

21 Driver = Player. (Note that no player is actually sole controller of any particular car.

22 Although players roll the dice and move the cars, each time a player rolls the
23 dice, that roll decides which car will move on that turn. Thus, each player may
24 move a different car at each of his or her turns.)

- 1 Lap = One turn.
- 2 Fuel = Roll of dice.
- 3 Tire = Tire Token. Capital represented by disks resembling large poker chips.
- 4 Accumulation of the most tires determines the winner.
- 5 Flags = Penalty/Status indicators
- 6 Tire Hauler = Receptacle for tires not presently owned by any given player.
- 7 Winner's cup = Receptacle for holding player's stakes. The pot.
- 8 Your Car = The car in the lane represented by the combined number turned up on the
- 9 dice you rolled for that lap only. Your lap (your turn) ends when you pass the fuel
- 10 (dice) to the player on your right (counter-clockwise, this will cause the game to
- 11 flow in the left hand circle like stock car racing. Once you move your car or pay
- 12 the Winner's Cup your lap is over.
- 13 Short Track Race = Race to the finish line, stopping the car at each of the numbered
- 14 positions in your lane. Your lane is defined by the combined total of the dice you
- 15 throw on your lap.
- 16 Super-Speedway Race = Race to the finish line end of the board, stopping at each of
- 17 the numbered positions, turn the car (to the left!) and race back in the opposite
- 18 direction, returning to the starting line, stopping at each numbered position.
- 19
- 20 Setup
- 21 A) Decide how many races will be run in the given race series.
- 22 B) Evenly distribute, or 'purchase' fresh stacks of tires.

1 C) In a counter-clockwise direction (to the right) deal out all pit passes, starting with the
2 dealer. Pit passes are placed face up in front of each driver so that all drivers can see
3 them as they're dealt.

4 D) Line up all of the cars to the side of the track. Eleven cars (one in each lane) will
5 start the race. The board may be configured to accept popular scale model cars, for
6 example, 1/64 or 1/24, so that drivers may bring their own model cars to the race.

7 E) The driver who dealt out the pit passes decides as to whether the race will be a short
8 track or a super-speedway race. The deal passes once to the right for every race.

9 10 Qualifying

11 After steps A-E, establish which driver holds the most matched pairs of pit
12 passes. That driver becomes the first driver, the first in line to make his/her qualification
13 trial run. In the event of a tie, the driver with the highest numbered pair is designated as
14 first.

15 That first driver chooses a car to take the field. He/she places that car of choice
16 in his/her lane of choice. (Some drivers might have a favorite racing series and want to
17 put a favorite driver or car in the lane for which they hold the most passes. This will
18 have no impact on the results of the race.) This procedure continues counter clockwise
19 until there are eleven cars lined up behind the starting line.

20 At this point, the first driver gets the green flag and is the first throw the dice to
21 (use fuel) to begin his/her qualification trial run. The combined number showing on the
22 dice represents the lane number that driver must occupy for that lap (or turn).

23 If a driver throws doubles during qualification trials he/she does not roll again.
24 (That driver is said to have blown an engine." This is the first of four "blown engines"

1 that will occur in any one race.) The car with the blown engine is slid backwards to a
2 point just behind the one-tire-line where it must remain for the remainder of that race.
3 Each player holding a pit pass with that lane number must place one tire token for each
4 such pit pass held into the winner's cup. Set them aside.

5 The second, third and fourth drivers are automatically considered to have also
6 blown engines at this point.

7 The next (second) driver to the right rolls the dice to establish the second blown
8 engine car/lane number and that car is then slid back to the two-tire line. All players
9 holding a pit pass with that number must now place two tires for each such pit pass into
10 the winner's cup. Set them aside.

11 The next driver to the right rolls the dice to establish the third blown engine
12 car/lane number and that car is then slid back to the three tire line. All players holding a
13 pit pass with that number must now place three tires for each such pit pass into the
14 winner's cup. Set them aside.

15 The next driver to the right rolls the dice to establish the fourth blown engine
16 car/lane number and that car is then slid back to the four tire line. All players holding a
17 pit pass with that number must now place four tires for each such pit pass into the
18 winner's cup.

19 At this point, players still retaining pit passes are the potential race winners and
20 are still in play to win the tires needed for the next race.

21 22 Racing

23 The field is now set for play. The next driver to the right rolls the dice. The
24 combined number showing on the dice establishes the car/lane number of the first car

1 off the line. Note that once play starts, no particular player (driver) is exclusively
2 associated with any single particular car. The car in that lane is moved up one position
3 by placing the nose of the car to cover the first number in that lane. If this lane is
4 occupied by a car with a blown engine, the driver must pay the number of tires equal to
5 that cars tire line into one of the winner's cups. Then the next driver rolls and proceeds
6 similarly.

7 If a driver runs out of tires, his/her pit passes are disqualified and any potential
8 winnings remain in the winner's cup to be applied to the next race.

9 If a driver throws doubles his/her first racing throw, he/she gets to take his/her lap
10 and throw again. However, throwing doubles on a second roll will cause a caution flag
11 to be imposed. (When a caution flag is imposed, follow yellow flag rules.). The
12 combined number showing on the dice represents lane number that driver will occupy
13 for that lap.

14 The race continues, until the winning car reaches the finish line.

16 The Object of the Game (Winning)

17 When the first car crosses the finish line, the race is completed. Any driver
18 holding valid pit-passes for the lane in which the first car finishes is a winner. Take all of
19 the tires from the winner's cups and divide them into four stacks with an equal number
20 in each. Any tires left over are placed back into the tire winner's cups for the next race.
21 Then the four stacks are distributed to the players, one stack for each winning pit pass.
22 (Note that there will always be four winning pit passes.)

23 In illustration, if car/lane seven wins and a driver is holding two sevens, he/she
24 will get two of the four stacks. However, if a driver has been black-flagged and was

1 holding a seven, then his/her tires go into one of the winner's cups, thereby raising the
2 stakes for the next race.

3 Flags

4 Yellow Flag (caution flag) is imposed for:

- 5 1. Rolling doubles twice in a row.
- 6 2. Moving the wrong car or touching any other car than the one designated for you
7 to move in that turn.
- 8 3. Touching any car or dice while it is not your turn.
- 9 4. Bumping another driver during his/her turn. (I.e., If you are bumped by another
10 driver while taking your lap, and that causes you to touch another car in
11 another lane such that it is not your fault, the driver who bumped you gets a
12 flag.
- 13 5. Slowing the field by not paying attention. If a driver is indisposed or getting a
14 snack, or doing anything other than taking his/her lap the moment the fuel is his/hers, a
15 yellow flag is imposed.

16
17 When a yellow flag is imposed, the offending driver must pay two tires into one of
18 the tire winner's cups. A yellow flag is placed in front of that driver until he/she has
19 gone a lap down (missed a turn). When that driver's lap comes around he/she places
20 the yellow flag back into the flag cup and sits his/her lap out. If that driver causes
21 another caution while under caution he/she will be black-flagged. There are five yellow
22 caution flags.

1 Black Flag is imposed for:

2 Causing a caution while under a caution flag. That driver must put a full set of
3 four tires into one of the winner's cups. Place a black flag in front of that driver until the
4 race is over. Put his/her yellow flag back in the other unassigned flags. If the black-
5 flagged driver is in possession of a winning pit pass or passes, those passes are
6 invalidated. For so long as the passes are invalidated, he/she is not eligible to win any
7 tires after the race. The tires he/she would have won stay in the haulers until the next
8 race. There are two black flags. If a third person gets black-flagged he/she must take
9 the black flag from the driver who has held it the longest of the two black flags currently
10 being displayed. The driver to lose the black flag comes back into contention and
11 becomes again eligible to win.

12
13 Red Flag is imposed for:

14 Dealing pit passes to the left/counter-clockwise.

15 Turning to the right. Any driver who at any time turns any car to the right will be
16 red flagged. (This can only occur in a super-speedway race because there are no turns
17 in a short-track race.)

18 Place the red flag in front of the offending driver. That driver must donate a tire
19 to every other driver in the field and must keep the red flag until the end of the race. (If
20 a red-flagged driver causes a caution flag to be imposed while holding a red flag, he/she
21 is black flagged, and the red flag becomes available for another driver to earn.) Place
22 the red flag with the other unassigned flags and place a black flag in front of the
23 offending driver. There are only two red flags.

It will be understood that each of the elements described above, or two or more together may also find a useful application in other types of methods differing from the type described above.

While certain novel features of this invention have been shown, described, and pointed out in the claims, it is not intended that the invention be limited to the details above. Indeed, it is taken as understood that various omissions, modifications, substitutions and changes in the forms and details of the invention and its operation can be made by one skilled in the art without departing in any way from the spirit of the present invention. Thus, the foregoing sufficiently reveals the gist of the present invention such that others can readily adapt it for various applications without omitting features that fairly constitute essential characteristics of this invention.

While the invention has been described in connection with a preferred embodiment, it is not intended to limit the scope of the invention to the particular form set forth, but on the contrary, it is intended to cover such alternatives, modifications, and equivalents as may be included within the spirit and scope of the invention as defined by the appended claims.